

**GREENVILLE RECREATION AND PARKS DEPARTMENT  
2011 SPRING ADULT INDOOR SOCCER RULE MODIFICATIONS**

**USSF rules will be in effect except for the following:**

1. All walls are in play, both side and end walls.
2. Balls that are trapped under any object (e.g. water fountain) or go out of play under the boundary limits (e.g. roll out of an open door) will result in a drop ball.
3. **Indirect kicks will be taken when:**
  - a. Goalie clears a ball past mid-court without the ball contacting a player of either team; the kick will be taken from mid-court.
  - b. Goal scored in goalie area, kick taken from corner of goalie box.
  - c. Opponents must be 5 yards from the ball when an indirect kick is taken.
  - d. As by USSF rules for other violations such as 'dangerous play', etc.
4. A foul (handball) in the goalie area by the defending team results in a penalty kick for the offensive team.  
**Penalty kicks will be taken from the three point arch.**
5. The offensive team **cannot** go into the goalie box to score, goals can only be scored from the field area. Goals **can** be scored from the back-court. **NO GOALS MAY BE SCORED DIRECTLY FROM THE KICKOFF!-INDIRECT KICK.** Kickoffs must be played lateral or backwards. The goalkeeper may field the ball with the hands at any point even on an intentional pass. This is allowed because the goalkeeper cannot clear the ball past mid-court.
6. The goalie **cannot** clear the ball past mid-court once he/she has controlled the ball with their hands without the ball **contacting a player** on his/her team. The ball may be cleared by the keeper by rolling, throwing, or kicking.
7. The goalie may use his hands to pick up the ball as long as one foot is in the marked goalie area.
8. Substitutions may be made at anytime but must be cleared by the referee.
9. Teams consist of 5 field players.  
Teams consist of one goalie and 4 field players. **Must have a minimum of 3 players' to start the game.**
10. Any ball that strikes the ceiling apparatus--backboard and nets, lights, scoreboards, or area above the blue walls will result in a **1-minute penalty** to the individual responsible. That team must play without that player for the duration of the penalty or until a goal is score. If the goal keeper is the offender, the coach may take a field player off in their place. A ball striking the out of bounds area as the result of a deflection will not result in a 1 minute penalty. Any player making an attempt (is the official's judgment) to play or make a play on a live ball will serve a penalty if the result is the ball striking the out of bound area.
11. The clock will run continuously.
12. **Game time:** Each game will consist of 2 - 22 minute halves. There will be a grace period of 5 minutes prior to the start of each game. Teams that fail to produce at least 3 eligible players prior to the grace period ending will forfeit the game.
13. **Equipment** –shin guards must be worn at all time by every player. Anyone without shin guards will not be allowed to participate.

**---No outdoor cleats will be allowed**

**\*\*\* ALL GAMES WILL BE PLAYED AT ELM STREET GYM & H. BOYD LEE PARK\*\*\***

- NO OVERTIME IN GAMES DURING THE REGULAR SEASON - A TIE STANDS.
- ANY TEAM PLAYING A NON-REGISTERED PLAYER WILL RECEIVE A FORFEIT FOR EACH GAME THE ILLEGAL PLAYER PARTICIPATED IN. PLAYERS MAY REGISTER AT THE ELM STREET GYM OR BOYD LEE PARK, MONDAY – FRIDAY.
- THE POST SEASON TOURNAMENT WILL BEGIN IMMEDIATELY FOLLOWING THE REGULAR SEASON. THE TOURNAMENT MAY BE PLAYED ON ADDITIONAL NIGHTS DIFFERENT FROM THE REGULAR SEASON IF NEEDED.

**TOURNAMENT RULES:**

A TIED MATCH AT THE END OF REGULATION WILL BE HANDLED IN THE FOLLOWING MANNER:

- ONE - 7 MINUTE SUDDEN DEATH OVERTIME PERIODS (IF STILL TIED)
- 5 TEAM MEMBER SHOOT-OUT (IF STILL TIED)
- SUDDEN DEATH SHOOT-OUT

**FOR MORE INFORMATION, PLEASE CONTACT THE ATHLETIC OFFICE AT 329-4550  
BETWEEN 2:00 PM - 7:00 PM MONDAY - FRIDAY.**